

# Loafing Ammo Manoeuvre

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Submitted at: Sopra Steria –Noida

It is expected that you have read “How stuff works” file before this.

## **Acknowledgements:**

I would like to express my sincere gratitude to **Sopra Steria** for providing me with this highly cherished opportunity. I would also like to thank my mentor **Mr Basim Ahmad** for his constant and all-time support throughout the project span.

To my family, committee and cousins, I am greatly obliged for your suggestions and keen propositions throughout this project.

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## **Objective:**

*To delve into concepts of programming on Android – **Making animations work***

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## **Problem Definition:**

A user interactive android gaming application made from the building block concepts of android and 2D sprite animations. The game idea resembles to as that of ‘**Space Impact-a Symbian game**’ where the user has to fly away his helicopter/plane from between the coming missiles without being touched either on the sky or bottom.

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## **Aims and Objectives:**

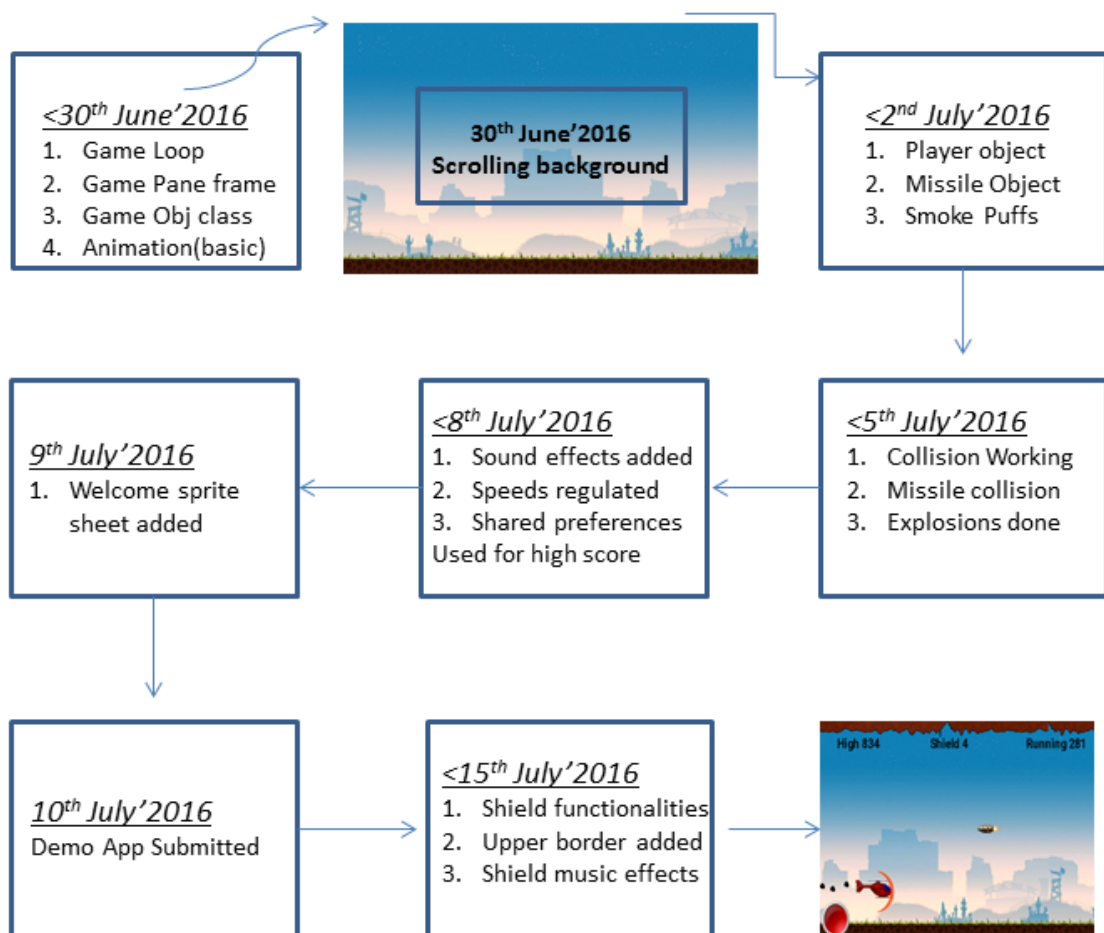
- How to draw in android?
  - Practising sprite animations with Java in place of C++
  - Taking no support of a pre-built gaming library
  - Handling multiple objects and activities
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### Outline of technology used:

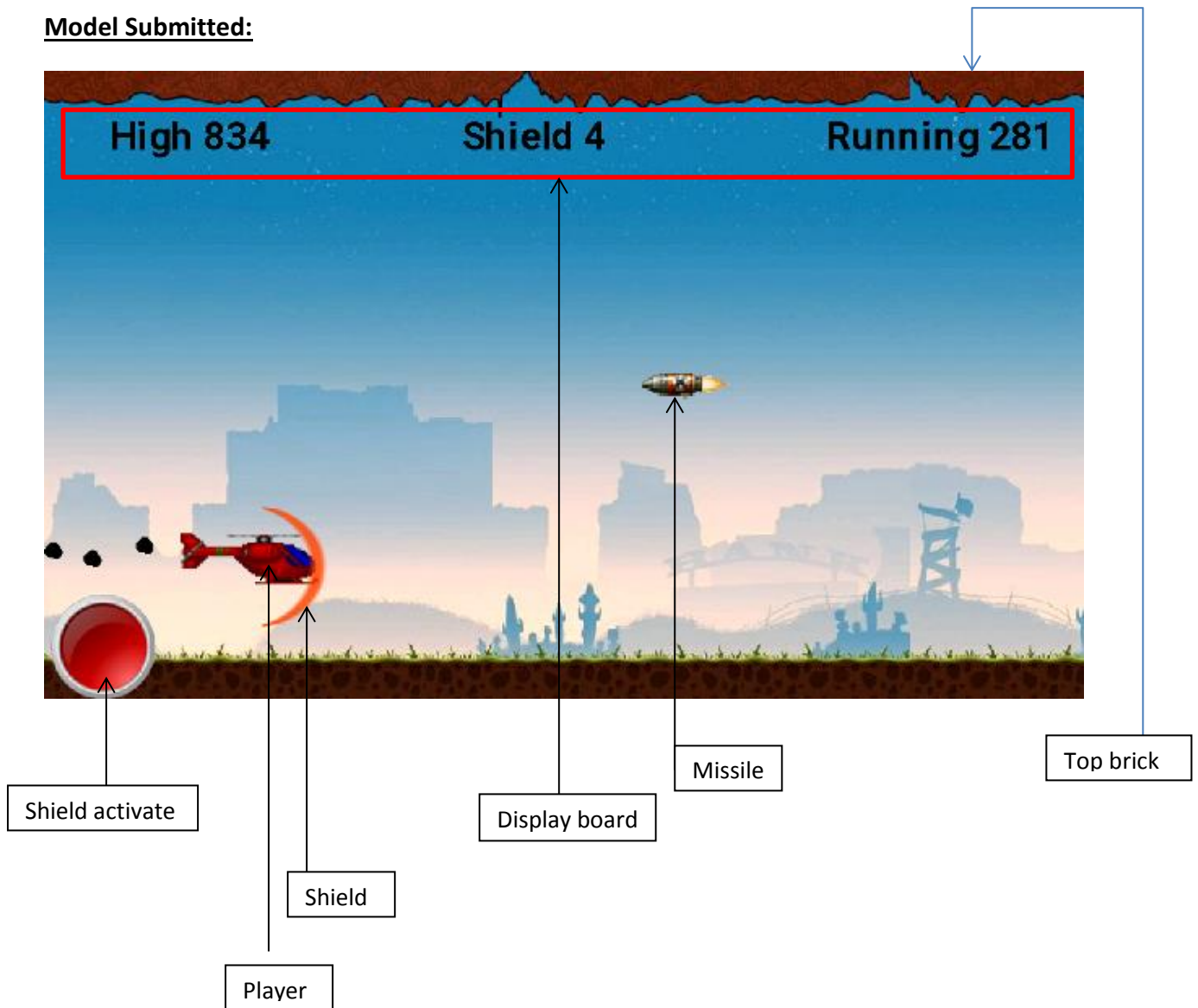
- *Libraries:* The raw Java API's were being used, some of the most important being **Bitmaps, Canvas, Animation, Timers, Sound Manager, Paint and Shared Preferences.**
- *Hardware:* AMD Phenom II 2.81 GHz with 8 GB of RAM
- *Software:* *Android Studio 1.5.1, GIMP [Ubuntu-Linux Platform]*

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## Work Chart:



### Model Submitted:



### Scope:

- Working on multi-touching for easy shield activation
- Adding functionality of a pause to the thread
- Linking up an option to mute and play sounds
- Making different levels
- **Transforming the project to Unity 3D**

### Operational Environment:

- Android device with OS > 2.1

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**References:**

- <http://lazyfoo.net/tutorials/SDL/> - Learning sprite animations working
  - <https://github.com/BrentAureli> - for the Game Loop
  - <http://stackoverflow.com/> - for intermediate helps
  - Android Forums and others.
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